

Name: \_\_\_\_\_ Race: \_\_\_\_\_ Bennies: \_\_\_\_\_  
 HT:\_\_WT:\_\_Conviction:\_\_ Pace:\_\_Parry:\_\_Toughness:\_\_  
 Wounds: -1 -2 -3 INC | Fatigue: -1 -2 INC  
 Agility:\_\_ Smarts:\_\_ Spirit:\_\_ Strength:\_\_ Vigor:\_\_

▲Athletics(AG):\_\_Academics(SM):\_\_Battle(SM):\_\_Boating(AG):\_\_Common Knowledge(SM):\_\_Driving(AG):  
 Electronics(SM):\_\_Faith(SP):\_\_Fighting(AG):\_\_Gambling(SM):\_\_Hacking(SM):\_\_Healing(SM):\_\_Intimidation(SP):  
 Language(SM):\_\_Notice(SM):\_\_Occult(SM):\_\_Performance(SP):\_\_Persuasion(SP):\_\_Piloting(AG):\_\_Psionics(SM):  
 Research(SM):\_\_Riding(AG):\_\_Repair(SM):\_\_Science(SM):\_\_Shooting(AG):\_\_Spellcasting(SM):\_\_Stealth(AG):  
 Survival(SM):\_\_Taunt(SM):\_\_Thievery(AG):\_\_Weird Science(SM):\_\_

Edges:	Hindrances:
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**Advances:**

N:\_\_\_\_\_ S:\_\_\_\_\_ V:\_\_\_\_\_ H:\_\_\_\_\_ L:\_\_\_\_\_  
 N:\_\_\_\_\_ S:\_\_\_\_\_ V:\_\_\_\_\_ H:\_\_\_\_\_ L:\_\_\_\_\_  
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Edges:	Hindrances:
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